

Visual Arts Achievement Portfolio



Sculpture

(VA 1230)

Practice Develops Confidence

Student
Art Teacher
Parent
School and District

Description of Sculpture

This course is for the High School Visual Arts Core Curriculum. Sculpture is an overview of basic skills used to create three-dimensional works of art. With an emphasis on studio production, this course is designed to develop higher-level thinking, art-related technology skill, art criticism, art history, and aesthetics. *The prerequisite for this course is Foundations I or II.*

Explanation of Standards

There are two basic goals in a visual arts education: one, creating meaning in works of art, and two, perceiving meaning in works of art. The Utah State Visual Arts Core divides each of these goals into two standards. The resulting four art standards are Making, Perceiving, Expressing, and Contextualizing. These four divisions or standards organize the curriculum into manageable and related units and guide the student toward a deep and holistic comprehension of the Visual Arts. Each standard is broken into objectives, each objective into indicators. A scoring box is placed to the left of each objective. The student scores his or her achievement within each objective using a number ranging from 0 to 10. A legend is provided wherein the student and teacher tally both the average score from the objective boxes and the total number of indicators the class has studied.

Technology requirements for this class include computers with art/graphics software, color printer, image projectors, and appropriate new technologies.

Listed below are all of the courses presented in the Visual Arts Core Curriculum. There are additional, elective courses such as AP Art History and Studio Art available in many schools.

Art History and Criticism (VA 1210)	Film Making (VA 1240)
Commercial Art and Electronic Media (VA 1250)	3-D Design (VA 1110)
Foundations I (VA 1100)	Drawing (VA 1140)
Printmaking (VA 1130)	Sculpture (VA 1230)
Painting (VA 1150)	Ceramics (VA 1220)
	Jewelry (VA 1160)

Sculpture Student Achievement Portfolio

Media explored: _____

Standard 1 **MAKING**

Students will assemble and create sculpture by manipulating art media and by organizing images with the elements and principles.



Objective A: Refine techniques and processes in a variety of media.

- Experience and control a variety of sculpture media, including current arts-related technologies.
- Select and analyze the expressive potential of sculpture media, techniques, and processes.
- Practice safe and responsible use of art media, equipment, and studio space.



Objective B: Create sculpture using art elements and principles.

- Create expressive sculpture using art elements, including line, texture, form, negative space, and value.
- Create expressive sculptures using principles to organize the art elements, including unity, proportion, emphasis, and balance.

Standard 2 **PERCEIVING**

Students will find meaning by analyzing, criticizing, and evaluating sculpture.



Objective A: Critique sculpture.

- Analyze sculptures according to use of art elements and principles.
- Examine the functions of sculpture.
- Interpret sculptures.



Objective B: Evaluate sculpture.

- Analyze and compare sculptures using a variety of aesthetic approaches.
- Evaluate sculpture based on forming techniques, effective use of art elements and principles, fulfillment of functions, impact of content, expressive qualities, and aesthetic significance.

Standard 3 EXPRESSING
Students will create meaning in sculpture.



Objective A: Create content in sculpture.

- Identify subject matter, metaphor, themes, symbols, and content in sculpture.
- Create sculpture that effectively communicates subject matter,

metaphor, themes, symbols, or individually conceived content.

- Create divergent, novel, or individually inspired applications of sculpture or art elements and principles that express content.



Objective B: Curate sculpture ordered by medium and content.

- Organize a portfolio that expresses a purpose such as mastery of a medium, objectives of this Core, or clear content.
- Exhibit sculpture selected by themes such as mastery of a medium, Core objectives, and significant content.

Standard 4 CONTEXTUALIZING
Students will find meaning in sculpture through settings and other modes of learning.



Objective A: Align sculptures according to history, geography, and personal experience.

- Use visual characteristics to group artworks into historical, social, and cultural contexts; e.g., cubist view of the Egyptians, tenebrism of the Baroque.
- Analyze the impact of time, place, and culture on sculpture.
- Evaluate own relationship with sculptures from various periods in history.



Objective B: Synthesize sculpture with other educational subjects.

- Integrate sculpture with dance, music, and theater.
- Explore how sculpture can be integrated across disciplines.



Objective C: Evaluate the impact of sculpture on life outside of school.

- Examine careers related to sculpture.
- Predict how sculpture can add quality to life and lifelong learning.

SCULPTURE LEGEND

Each box to the left of the objective contains a number that represents a level of achievement from this list:

Distinguished	10
Independent	9
Fluent	8
Developing	7
Novice	0-6

This is the average of the numbers recorded in the boxes to the left of the objectives:

This is the percentage of indicators the class completed:



For resources to support progress through this document visit:
<http://www.usoe.k12.ut.us/curr/FineArt>
 The space below is for written communication between student, teacher, and parent.

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